Submission Title	Submission #	First	Last	Affiliation	Contact Information	Credits/Copyright Information
L1-Medial Skeleton of Point Cloud	papers_0008	Hui	Huang	Shenzhen VisuCA Key Lab / SIAT	hhzhiyan@gmail.com	N/A
Compressive Light Field Photography using Overcomplete Dictionaries and Optimized Projections	papers_0014	Kshitij	Marwah	Massachusetts Institute of Technology	ksm@mit.edu	N/A
Reciprocal Frame Structures Made Easy	papers_0023	Chi-Wing	Fu	Nanyang Technological University	philip_cwfu@yahoo.com.hk	N/A
Robust Inside-Outside Segmentation using Generalized Winding Numbers	papers_0039	Alec	Jacobson	ETH Zurich	alecjacobson@gmail.com	N/A
Cubic Mean Value Coordinates	papers_0045	Xianying	Li	TsingHua University	lee.xianying@gmail.com	N/A
A Two-Continua Approach to Eulerian Simulation of Water Spray	papers_0046	Michael	Nielson	Aarhus University	nielsenmb@gmail.com	N/A
Dense Scene Reconstruction with Points of Interest	papers_0064	Qian-Yi	Zhou	Stanford University	qianyizh@stanford.edu	N/A
Adaptive Fracture Simulation of Multi-Layered Thin Plates	papers_0068	Huamin	Wang	Ohio State University	whmin@cse.ohio-state.edu	N/A
Dynamic Element Textures	papers_0071	Chongyang	Ma	University of British Columbia	machy85@gmail.com	N/A
Subspace Integration with Local Deformations	papers_0080	David	Harmon	New York University	dharmon@cs.nyu.edu	N/A
Layered Analysis of Irregular Facades via Symmetry Maximization	papers_0084	Kai	Xu	School of Computer Science, National University of Defense Technology	kevin.kai.xu@gmail.com	N/A
Co-Hierarchical Analysis of Shape Structures	papers_0085	Oliver	van Kaick	Simon Fraser University	ovankaic@gmail.com	N/A
Adaptive Image Synthesis for Compressive Displays	papers_0089	Gordon	Wetzstein	MIT Media Lab	gordonw@media.mit.edu	N/A
Computing Self-Supporting Surfaces By Regular Triangulation	papers_0103	Yang	Liu	Microsoft Research Asia	yangliu@microsoft.com	N/A
Capturing and Visualizing Light in Motion	papers_0112	Diego	Guteirrez	Universidad de Zaragoza	diegog@unizar.es	N/A
Stylizing Animation By Example	papers_0119	Pierre	Benard	University of Toronto	pierre.benard@laposte.net	N/A
Opacity Optimization for 3D Line Fields	papers_0122	Tobias	Guenther	University of Magdeburg	tobias@isg.cs.ovgu.de	N/A
Injective and Bounded Distortion Mappings in 3D	papers_0123	Yaron	Lipman	Weizmann Institute of Science	yaron.lipman@weizmann.ac.il	N/A
On the Equilibrium of Simplicial Masonry Structures	papers_0125	Fernando	de Goes	Caltech	fdegoes@caltech.edu	N/A
Learning Part-based Templates from Large Collections of 3D Shapes	papers_0137	Vladimir	Kim	Princeton University	vk@cs.princeton.edu	N/A
Real Time Dynamic Fracture with Volumetric Approximate Convex Decompositions	papers_0151	Matthias	Mueller-Fischer	NVIDIA	matthiasm@nvidia.com	N/A
Weighted Averages on Surfaces using Phong Projection	papers_0156	Daniele	Panozzo	ETH - Zurich	panozzo@inf.ethz.ch	N/A
InfraStructs: Fabricating Information Inside Physical Objects for Imaging in the Terahertz Region	papers_0157	Karl	Willis	Carnegie Mellon University	karl@karlddwillis.com	N/A
A Reconfigurable Camera Add-On for Multi-Spectral, High-Speed, Polarization, and Light-Field Imaging	papers_0159	Ivo	Ihrke	Saarland University and MPI Informatik	ihrke@mmci.uni-saarland.de	N/A
Modular Flux Transfer: Efficient Rendering of High-Resolution Volumes with Repeated Structures	papers_0167	Shuang	Zhao	Cornell University	szhao@cs.cornell.edu	N/A
Example-Based Video Color Grading	papers_0168	Nicolas	Bonneel	Harvard University	nbonneel@seas.harvard.edu	N/A
Scalable Live Volumentric Surface Reconstruction	papers_0170	Jiawen	Chen,	Microsoft Research Cambridge	jiawen@csail.mit.edu	N/A
Data-Driven Interaction between Cloth and Deformable Bodies	papers_0186	Zhili	Chen	Ohio State University	iamchenzhili@gmail.com	N/A
MeshGit: Diffing and Merging Meshes for Polygonal Modeling	papers_0200	Jonathan	Denning	Dartmouth College	jdenning@cs.dartmouth.edu	N/A

Gradient-Domain Metropolis Light Transport	papers_0205	Jaakko	Lehtinen	NVIDIA Research	jaakko@csail.mit.edu	N/A
Acquiring Reflectance and Shape from Continuous Spherical Harmonic Illumination	papers_0212	Paul	Graham	USC Institute for Creative Technologies	graham@ict.usc.edu	N/A
Low-budget Transient Imaging using Photonic Mixer Devices	papers_0219	Wolfgang	Heidrich	The University of British Columbia	heidrich@cs.ubc.ca	N/A
Particle-Based Anisotropic Surface Meshing	papers_0223	Zichun	Zhong	University of Texas at Dallas	zichunzhong@utdallas.edu	N/A
Interactive Physically-Based Indirect Illumination Using Axis-Aligned Filtering	papers_0224	Soham	Uday Mehta	UC, Berkeley	sohamumehta@gmail.com	N/A
Two-Layer Sparse Compression of Dense-Weight Blend Skinning	papers_0229	Zhigang	Deng	University of Houston	zdeng@cs.uh.edu	N/A
Progressively Dynamic Video	papers_0275	Zicheng	Liao	University of Illinois, Urbana-Champaign	liao17@illinois.edu	N/A
RAVIS: Radial View- and Skeleton-Based Culling for Continuous Self-Collision Detection	papers_0278	Sai-Keung	Wong	The National Chiao Tung University	wingo.wong@gmail.com	N/A
Computational Design of Mechanical Characters	papers_0281	Stelian	Coros	Disney Research Zurich	scoros@gmail.com	N/A
Qualitative Organization of Collections of Shapes via Quartet Analysis	papers_0287	Shi-Sheng	Huang	Tsinghua Univ.	shishenghuang0@gmail.com	N/A
Sketch-Based Generation and Editing of Quad Meshes	papers_0297	Kenshi	Takayama	ETH Zurich	kenshi84@acm.org	N/A
Painting by Feature	papers_0301	Daniel	Sykora	CTU in Prague, FEE	sykorad@fel.cvut.cz	N/A
Make It Stand: Balancing Shapes for 3D Fabrication	papers_0303	Emily	Whiting	ETH Zurich	ewhiting@csail.mit.edu	N/A
Designing Unreinforced Masonry Models	papers_0305	Daniele	Panozzo	ETH - Zurich	panozzo@inf.ethz.ch	N/A
Map-Based Exploration of Intrinsic Shape Differences and Variability	papers_0310	Raif	Rustamov	Stanford University	raifrustamov@gmail.com	N/A
Implicit Skinning: Real-Time Skin Deformation with Contact Modeling	papers_0312	Loic	Barthe	IRIT - Université de Toulouse	loic.barthe@irit.fr	N/A
Plant Decomposition and Simulation	papers_0315	Jernej	Barbic	University of Southern California	jnb@usc.edu	N/A
Super Space Clothoids	papers_0318	Florence	Bertails-Descoubes	INRIA	florence.descoubes@inria.fr	N/A
High-Fidelity Mipmap Sampling	papers_0319	Josiah	Manson	Texas A&M University	josiahmanson@gmail.com	N/A
Style and Abstraction in Portrait Sketching	papers_0320	Itamar	Berger	None	berger.itamar@gmail.com	N/A
Mesh Denoising via L_0 Minimization	papers_0323	Lei	He	Texas A&M University	leih@cs.tamu.edu	N/A
Phase-based Video Motion Processing	papers_0325	Neal	Wadhwa	Massachusetts Institute of Technology	nwadhwa@mit.edu	N/A
Worst-case Structural Analysis	papers_0326	Qingnan	Zhou	New York University	qnzhou@gmail.com	N/A
Sketch2Scene: Sketch-based Co-retrieval and Co-placement of 3D Models	papers_0333	Kun	Xu	Tsinghua University	xukun.1985@gmail.com	N/A
Semantic Understanding and Reconstruction of Residential Scenes from LiDAR Data	papers_0342	Jizhou	Gao	University of Kentucky	jgao5@cs.uky.edu	N/A
Controlled-distortion constrained global parametrization	papers_0344	Ashish	Myles	New York University	marcianx@gmail.com	N/A
Perception of Perspective Distortions in Image-Based Rendering	papers_0354	George	Drettakis	REVES/INRIA Sophia-Antipolis	george.drettakis@inria.fr	N/A
Depicting Stylized Materials with Vector Shade Trees	papers_0355	George	Drettakis	REVES/INRIA Sophia-Antipolis	george.drettakis@inria.fr	N/A
User-assisted Image Compositing for Photographic Lighting	papers_0362	Ivaylo	Boyadzhiev	Cornell University	ivailob@gmail.com	N/A
Fabricating Translucent Materials using Continuous Pigment Mixtures	papers_0363	Marios	Papas	ETH Zurich / Disney Research Zurich	marios.papas@disneyresearch.com	N/A

Parsing Sewing Patterns into 3D Garment	papers_0366	Floraine	Berthouzoz	U.C. Berkeley	floraine@eecs.berkeley.edu	N/A
Online Modeling For Realtime Facial Animation	papers_0371	Sofien	Bouaziz	Swiss Federal Institute of Technology , Lausanne	sofien.bouaziz@epfl.ch	N/A
Generating and Exploring Good Building Layouts	papers_0372	Peter	Wonka	Arizona State University	pwonka@gmail.com	N/A
Practical SVBRDF Capture in the Frequency Domain	papers_0373	Miika	Aittala	Aalto University / NVIDIA Research	miika.aittala@aalto.fi	N/A
Computational Design of Actuated Deformable Characters	papers_0374	Melina	Skouras	ETHZ	skourasm@inf.ethz.ch	N/A
Path-Space Manipulation of Physically-Based Light Transport	papers_0375	Thorsten-Walther	Schmidt	Karlsruhe Institute of Technology	thorsten.schmidt@kit.edu	N/A
Fabricating BRDFs at High Spatial Resolution Using Wave Optics	papers_0378	Anat	Levin	The Weizmann Institute of Science	alevin@csail.mit.edu	N/A
Highly Adaptive Liquid Simulations on Tetrahedral Meshes	papers_0382	Ryoichi	Ando	Kyushu University	and@verygood.aid.design.kyushu-u.ac.jp	N/A
Planar Shape Interpolation with Bounded Distortion	papers_0385	Renjie	Chen	Technion	renjie.c@gmail.com	N/A
Position Based Fluids	papers_0386	Miles	Macklin	NVIDIA	miles.macklin@gmail.com	N/A
Handwriting Beautification Using Tokens Means	papers_0387	C.	Zitnick	Microsoft Research	larryz@microsoft.com	N/A
Robust Fairing via Conformal Curvature Flow	papers_0394	Keenan	Crane	California Institute of Technology	keenan@cs.caltech.edu	N/A
Subspace Fluid Re-Simulation	papers_0397	Theodore	Kim	University of California, Santa Barbara	kim@mat.ucsb.edu	N/A
Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs	papers_0399	Sharon	Lin	Stanford University	sharonl@cs.stanford.edu	N/A
Bi-Scale Appearance Fabrication	papers_0409	Yue	Dong	Microsoft Research Asia	conandoyle@gmail.com	N/A
Dynamic Hair Manipulation in Images and Videos	papers_0411	Kun	Zhou	Zhejiang University	kunzhou@acm.org	N/A
Liquid Surface Tracking with Error Compensation	papers_0414	Chris	Wojtan	IST Austria	wojtan@ist.ac.at	N/A
Efficient Preconditioning for Laplacian Matrices arising in Computer Graphics	papers_0419	Raanan	Fattal	Hebrew University of Jerusalem	raananf@cs.huji.ac.il	N/A
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A Reducer-Tuner Model for Translating Functional Designs to 3D Prints	papers_0423	Desai	Chen	CSAIL MIT	desaic@csail.mit.edu	N/A
Bundled Camera Paths for Video Stabilization	papers_0450	Ping	Tan	National University of Singapore	eletp@nus.edu.sg	N/A
Terrain Generation using Procedural Models based on Hydrology	papers_0455	Jean-David	Genevaux	Laboratoire d'InfoRmatique en Image et Systèmes d'information	jd.genevaux@gmail.com	N/A
Optimizing Color Consistency in Photo Collections	papers_0459	Dani	Lischinski	The Hebrew University	danix3d@gmail.com	N/A
RealBrush: An Example-based Painting System	papers_0464	Jingwan	Lu	Princeton University	jingwanl@princeton.edu	N/A
A New Grid Structure for Domain Extension	papers_0468	Matthew	Cong	Stanford University	mdcong@stanford.edu	N/A
Modeling Physically-realistic Dexterous Manipulation Data from Video	papers_0474	Jinxiang	Chai	Texas A&M University	jchai@cs.tamu.edu	N/A
Stereoscopic 3D Line Drawing	papers_0477	Seungyong	Lee	POSTECH	leesy@postech.ac.kr	N/A
OpenSurfaces: towards a catalog of surfaces	papers_0478	Kavita	Bala	Cornell University	kb@cs.cornell.edu	N/A
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Rectangling Panoramic Images via Warping	papers_0486	Kaiming	He	MSRA	kahe@microsoft.com	N/A
Globally Optimal Direction Fields	papers_0498	Keenan	Crane	California Institute of Technology	keenan@cs.caltech.edu	N/A

Algebraic Galerkin Projection on Deforming Meshes	papers_0511	Matt	Stanton	Carnegie Mellon University	mlstanto@cs.cmu.edu	N/A
Airiel: Interactive Tactile Experiences in Free Air	papers_0515	Rajinder	Sodhi	University of Illinois	rsodhi2@illinois.edu	N/A
Thin Skin Elastodynamics	papers_0527	Duo	Li	The University of British Columbia	duoli@cs.ubc.ca	N/A
Global Illumination with Radiance Regression Functions	papers_0528	Jiaping	Wang	Microsoft Reseach Asia	jiapw@microsoft.com	N/A
Folding and Crumpling Adaptive Sheets	papers_0529	Rahul	Narain	University of California, Berkeley	narain@eecs.berkeley.edu	N/A
Content-adaptive Lenticular Prints	papers_0533	James	Tompkin	Max-Planck-Institut Für Informatik	j.tompkin@cs.ucl.ac.uk	N/A
3D Shape Regression for Real-time Facial Animation	papers_0534	Kun	Zhou	Zhejiang University	kunzhou@acm.org	N/A
Gaussian-jittered sampling for bias-variance trade-off in stochastic integration	papers_0540	Kartic	Subr	University College London	kartic@gmail.com	N/A
Reliable Quad Remeshing: an NP-hard Problem cooked al dente	papers_0573	David	Bommes	INRIA Sophia Antipolis - Méditerranée	bommes@cs.rwth-aachen.de	N/A
Asynchronous Adaptive Anti-Aliasing using Shared Memory	papers_0578	Rasmus	Barringer	Lund University	rasmus@cs.lth.se	N/A
Real-time Drawing Assistance through Crowdsourcing	papers_0579	Alex	Limpaecher	Carnegie Mellon University	alimpaecher@gmail.com	N/A
An Efficient Computation of Handle and Tunnel Loops via Reeb Graphs	papers_0582	Yusu	Wang	The Ohio State University	yusu@cse.ohio-state.edu	N/A
Embedded Thin Shells for Wrinkle Simulation	papers_0593	Paul	Kry	McGill School of Computer Science	kry@cs.mcgill.ca	N/A
Realtime Facial Animation with On-the-fly Correctives	papers_0604	Hao	Li	University of Southern California / Industrial Light & Magic	hao@hao-li.com	N/A
Near-exhaustive Precomputation of Secondary Cloth Effects	papers_0612	Doyub	Kim	Carnegie Mellon University	doyubkim@gmail.com	N/A
Flow Reconstruction for Data Driven Traffic Animation	papers_0622	David	Wilkie	Department of Computer Science, University of North Carolina at Chapel	wilkie@cs.unc.edu	N/A
Cacheless Tiled Deferred Decoupled Sampling	papers_0634	Petrik	Clarberg	Intel Corporation	petrik.clarberg@intel.com	N/A
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A Hardware Unit for Fast SAH-optimised BVH Construction	papers_0665	Michael	Doyle	Trinity College Dublin	mjdoyle@tcd.ie	N/A
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Putting Holes in Holey Geometry: Topology Change for Arbitrary Surfaces	papers_0690	Gilbert	Bernstein	University of Washington	gilbazoid@gmail.com	N/A
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O-Snap: Optimization-Based Snapping for Modeling Architecture	papers_0698	Murat	Arikan	TU Vienna	marikan@cg.tuwien.ac.at	N/A
A Practical Microcylinder Appearance Model for Cloth Rendering	papers_0701	Iman	Sadeghi	UC San Diego	iman@graphics.ucsd.edu	N/A
Understanding the role of Phase Function in Translucent Appearance	papers_0702	Ioannis	Gkioulekas	UC San Diego	igkiou@seas.harvard.edu	N/A
Exposing Photo Manipulation with Inconsistent Shadows	papers_0703	Eric	Kee	Harvard School of Engineering and Applied	erickee@cs.dartmouth.edu	N/A
Blue Noise Sampling with Controlled Aliasing	papers_0704	Thomas	Schloemer	Dartmouth College	thomas.schloemer@uni-konstanz.de	N/A
A Unified Interpolary Subdivision Scheme for Quadrilateral Meshes	papers_0705	Chongyang	Deng	Hangzhou Dianzi University	dcy@hdu.edu.cn	N/A
Screened Poisson Surface Reconstruction	papers_0706	Michael	Kazhdan	Johns Hopkins University	misha@cs.jhu.edu	N/A
Simulating Liquids and Solid Liquid Interactions with Langragian Meshes	papers_0707	Pascal	Clausen	University of California at Berkeley	pascalclausen@hotmail.com	N/A
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Spectral Appearance Changes Induced by Light Exposure	papers_0710	Bradley	Kimmel	University of Waterloo	bwkimmel@uwaterloo.ca	N/A
Synthesis of Tiled Patterns using Factor Graphs	papers_0711	Yi-Ting	Yeh	Stanford University	yitingy@stanford.edu	N/A
Wave-based Sound Propagation in Large Open Scenes Using an Equivalent Source Formulation	papers_0712	Ravish	Mehra	UNC Chapel Hill	ravish.mehra07@gmail.com	N/A
Synthesizing Waves from Animated Height Fields	papers_0713	Michael	Nielsen	Aarhus University	nielsenmb@gmail.com	N/A
Depth Synthesis and Local Warps for Plausible Image-based Navigation	papers_0715	Gaurav	Chaurasia	INRIA Sophia Antipolis	gaurav.chaurasia@inria.fr	N/A
Gap Processing for Adaptive Maximal Poisson-Disk Sampling	papers_0716	Dong-Ming	Yan	GMSV, KAUST	yandongming@gmail.com	N/A
5D Covariance Tracing for Efficient Defocus and Motion Blur	papers_0718	Laurent	Belcour	Grenoble Université	laurent.belcour@inria.fr	N/A
Analytic Displacement Mapping using Hardware Tessellation	papers_0719	Matthias	Niessner	Computer Graphics Group, University of Erlangen-Nuremberg	matthias.niessner@cs.fau.de	N/A
Eulerian-on-Lagrangian Simulation	papers_0720	Ye	Fan	Univercity of British Columbia	yefan@cs.ubc.ca	N/A
Adaptive Progressive Photon Mapping	papers_0721	Anton	Kaplanyan	Karlsruhe Institute of Technology	anton.kaplanyan@kit.edu	N/A
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*Cages: A Multi-Level, Multi-Cage Based System for Mesh Deformation	papers_0726	Gustavo	Patow	Universitat de Girona	dagush@ima.udg.edu	N/A
Near-Invariant Blur for Depth and 2D Motion via Time-Varying Light Field Analysis	papers_0727	Yosuke	Bando	TOSHIBA Corporation	yosuke.bando@gmail.com	N/A
Example-Guided Physically Based Modal Sound Synthesis	papers_0729	Zhimin	Ren	UNC-Chapel Hill	zren@cs.unc.edu	N/A
Geodesics in Heat: A New Approach to Computing Distance Based on Heat Flow	papers_0730	Keenan	Crane	California Institute of Technology	keenan@cs.caltech.edu	N/A
High Quality Computational Image Through Simple Lenses	papers_0731	Felix	Heide	University of British Columbia	fheide@cs.ubc.ca	N/A
Toric Degenerations of Bezier Patches	papers_0732	Chungang	Zhu	School of Mathematical Sciences, Dalian University of Technology	cgzhu@dlut.edu.cn	N/A